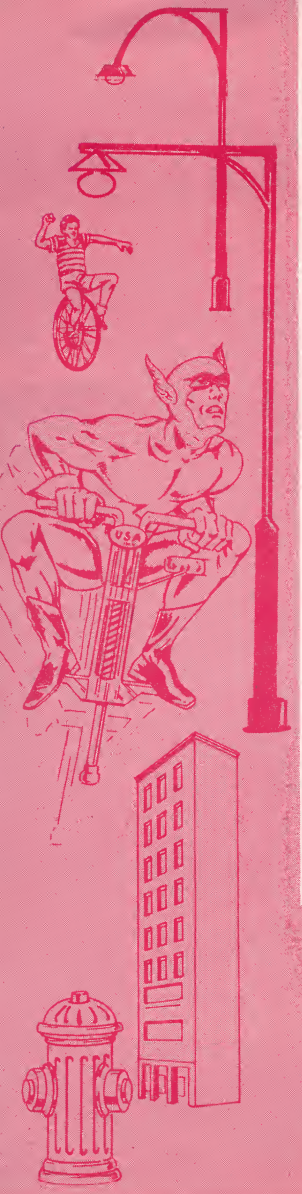
POGOMAN™

FOR ATARI 400*/800*

COMPUTER MAGIC™



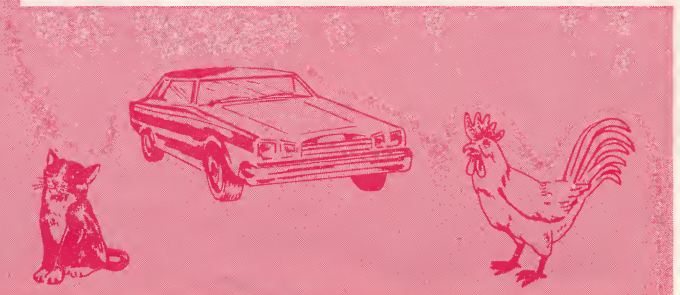
LOADING INSTRUCTIONS

FOR CASSETTE:

1. Turn computer off
2. Press STOP/EJECT on recorder
3. Place cassette in recorder door
4. Close recorder door
5. Rewind cassette
6. Press PLAY
7. Make sure there is no cartridge in computer
8. Turn computer on while holding down the START and RETURN buttons.

FOR DISKETTE:

1. Turn computer off
2. Turn disk drive on
3. When busy light goes off insert diskette with label facing up
4. Make sure there is no cartridge in computer
5. Turn computer on



Plug your joystick into port #1 and hop aboard Pogoman™ Your five (5) man team is helping the city conserve energy by turning off as many street lamps as possible while avoiding obstacles. (Too many air-conditioners are in use during this heat wave.)

Try to position your man so that during his upward motion he goes through the light bulb of the street lamp. You can *only* turn off a light with a *high* jump. You only receive bonus points if your man touches a street light with a long jump.

TYPE OF JUMP	JOYSTICK POSITION	FUNCTION
Regular Jump	Push Joystick to right	Jumps cat chicken and hydrant
High Jump	Push Joystick up	Turns off light. Clears *all* objects.
Long Jump	Push Joystick down	Clears *all* objects.

THERE ARE THREE (3) PHASES

Phase 1—no animated objects

Phase 2—begins at 100,000 points or on your second trip through the city. All animation starts.

Phase 3—begins at 200,000 points or third trip through the city. Now you must avoid hitting the bird.

Every time you complete the city you

1—Receive one (1) FREE man
2—30,000 points
3—All street lights turn back on.
4—You start over at the beginning of the city.

Note: Lights turned off stay off until you complete the city.

POINT SCORING

Every jump is worth points.

1—The First street light is worth 1,000 pts.
2—The Second street light is worth 2,000 pts.
3—The Third street light is worth 3,000 pts. ETC.
4—If you crash the next light is worth 1,000 points and so on.

Hint: You do not have to turn off every light.

For Beginners: Try a long jump over the cars.

Programmed by J.R. Man, Screen Graphics by Andre Strishak,
Music by Terry Feinberg.

LIMITED 90-DAY WARRANTY
"MAGIC" PROGRAM DISKETTE/CASSETTE

COMPUTER MAGIC LTD ("MAGIC") warrants to the original consumer purchaser that this MAGIC Program Diskettes/ Cassette (not including computer programs) shall be free from any defects in material or workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty is discovered during this 90 day warranty period MAGIC will repair or replace the Diskette/ Cassette at MAGIC's option providing the Diskette/ Cassette and proof of date of purchase is mailed or delivered postage prepaid to MAGIC's Post Office Address.

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